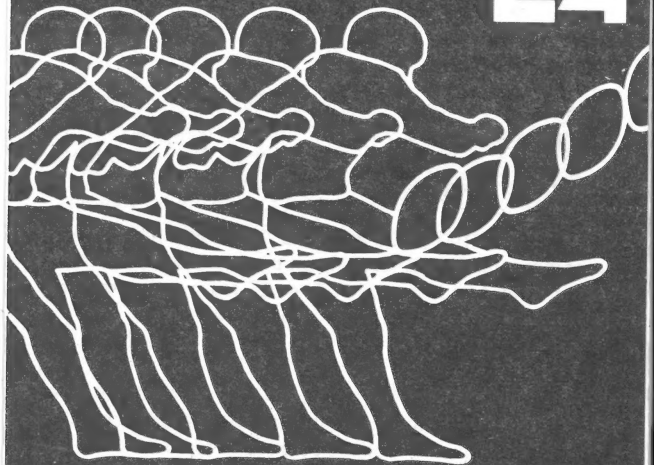


PRO FOOTBALL

VIDEOCART

24



Z

On Your Mark

Have you studied the eight offensive plays and the eight defensive plays? Are you ready to go out on the gridiron to test your football skills against your opponent for four grueling quarters?

Get Set

Insert the Videocart™ Cartridge into your unit with the edge label toward you and the top label facing up. Press the reset button. The football field will appear on the screen going from left to right.

The field is 100 yards long and is divided into 10 yard increments. The "X" team is on the left and is controlled by the left hand controller. The "□" team is on the right and controlled by the right hand controller.

The Notre Dame Fight song will play. Then the time will indicate that there are four minutes (approximately) to go in the quarter and the score is 00 to 00.

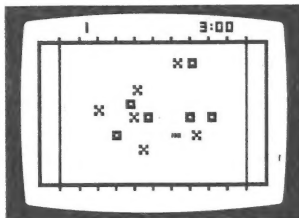
The teams are now huddled on the field. The first quarter is about to start.

GO

The team with the ball (the player with the ball is red) has 30 seconds to select plays one through eight by moving the hand controller to one of eight (8) positions and twisting the hand controller. The defense then has about 2 seconds to enter defensive play 1 through 8 if he has not already done so. Play is started by the offense by making a motion on the hand controller. The game has begun. You can now maneuver your players by moving the hand controllers in the direction you want them to go.

The Game

Two players compete in a football game with six men per team. There are 8 offensive plays and 8 defensive plays with the game contestants able to control their men on the field to varying degrees. Offensive plays feature running, passing, sweeps, field goals, and punting. Defensive plays feature linebacker blitzing and pass defense.

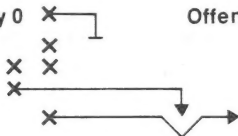


The game starts with the playing of the Notre Dame fight song. When either team scores, the On Wisconsin victory song is played. The score is displayed each time a team scores. Blue score is for the blue team and green score is for the green team.

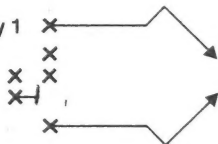
Each team has four downs to try to move down the entire field and score. If the offensive team does not score within the four downs, the ball is turned over to the other team who then has four downs to attempt to score. The down is shown at the top of the screen and is blue or green, depending on who has the ball. The remaining time for the quarter is continuously shown and only runs when the ball is in play.

The offensive plays are as follows:

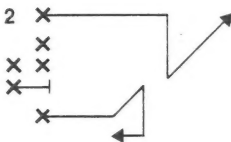
Play 0 Offensive



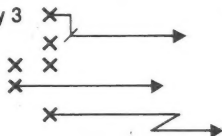
Play 1



Play 2

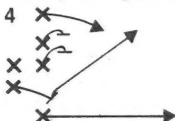


Play 3



Sweep left green

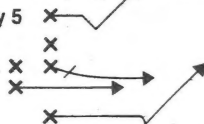
Play 4



Sweep right blue

Sweep right blue

Play 5



Sweep left green

Play 6



Play 7

Field Goal

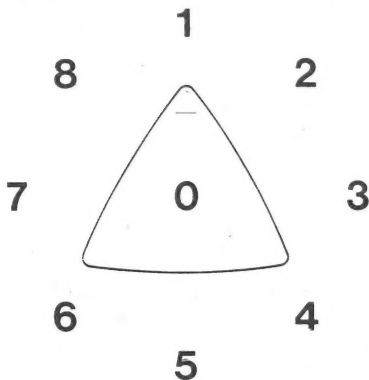
Nobody moves until ball is kicked

Play 8

Punt

Selecting Plays

When the players are in the huddle, both offensive and defensive teams select plays by moving the hand controller to the desired direction and then twisting.



The offense has 30 seconds to enter a play. The defense then has about 2 more seconds to enter a play if he has not already done so. As the offense comes to the line, if either team was late in selecting, play 0 is chosen for them.

After selecting a play, the offense starts the ball in motion by making any movement on the hand controller. If a punt or field goal is being executed, the first movement is to move the hand controller in such a way as to move the ball away from the line of scrimmage. If the offense fails to begin within 5 seconds, it is assessed a penalty of 10 yards, but has the same down number.

Offensive Plays

Passing: To throw a pass straight ahead, push down on the hand controller. To throw a pass at an angle to the QB's left, twist the handcontroller counter clockwise then push down. To throw to the QB's right, twist clockwise and then push down. Passing can be successfully completed over the heads of defensive players as long as there is a pass receiver in line with the pass and the defensive backman is not twice as close to the receiver as to the quarterback. Defensive and offensive linemen can not catch the pass. The intended receiver is one closest to the flight path of the ball.

The quarterback cannot pass the ball after going past the line of scrimmage.

As the play starts, the receivers run a pattern according to the selected play. As soon as the ball is in the air, all receivers are moved via the hand controller.

If the quarterback is in trouble and passes the ball out of bounds, he is assessed a penalty for grounding and loses the down.

Field Goal: Select play 7. To execute play, move ball back from scrimmage and push down hand controller. A kicked ball wobbles back and forth. A field goal can only be completed from about 30 "yards" from the goal line. The ball will either go straight and score, or it will go off to the right as a missed attempt and not score, as it happens occasionally in real football.

Punt: Select play 8. Execute play same as the field goal.

Defensive Plays

Some plays allow defenders to have one backfield man shadow a receiver. He may shadow behind, or inside (defensive man stays closer to the center of the field).

If the defender wants control of this player, he twists the hand controller. Control stays with the hand controller for the rest of the play.

The defense can catch any ball behind the intended receiver. He can also intercept if he is twice as close to the intended receiver as he is to the quarterback.

The defensive linemen will break through and go after the quarterback if he dawdles behind the line too long.

The linebacker normally goes straight for the ball (like the line man). However, on some plays he "blitzes" to the side and then has a straight shot at the quarterback.

Play 0—All three backmen under computer control

Play 1—Player 2 follows inside

Play 2—Player 2 follows behind

Play 3—Player 1 follows inside

Play 4—Player 1 follows behind

Play 5—Line backer blitzes, player 2 follows inside

Play 6—Line backer blitzes, player 2 follows behind

Play 7—Line backer blitzes, player 1 follows inside

Play 8—Line backer blitzes, player 1 follows behind

Scoring

Touchdown: 7

Safety: 2

Field Goal: 3

Have Fun

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